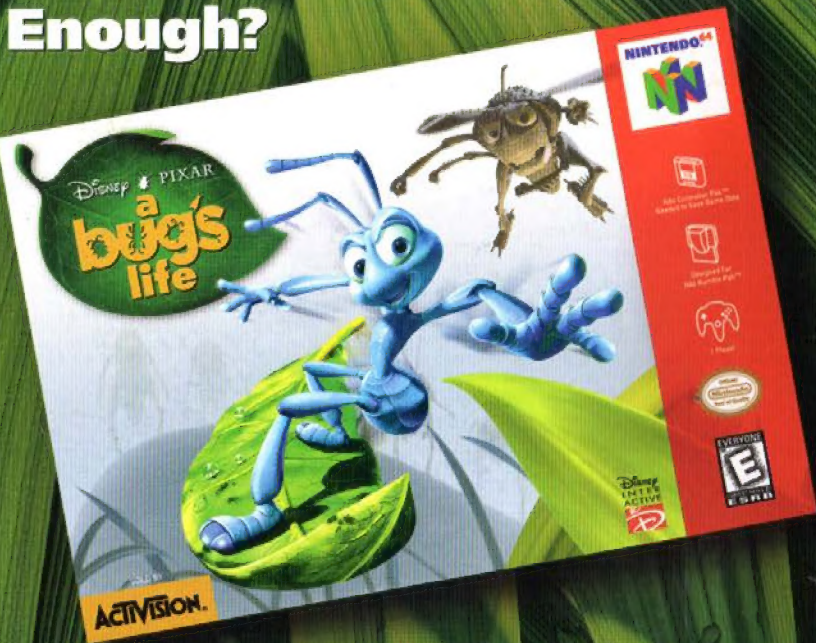


# Are You Bug Enough?



Swing, fly, slide and navigate Flik through immense bug-infested levels



Search for power-ups, tokens and objects to use in the "Living World."



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# INSTRUCTION BOOKLET



## Buzz Lightyear to the Rescue!



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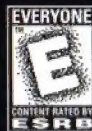
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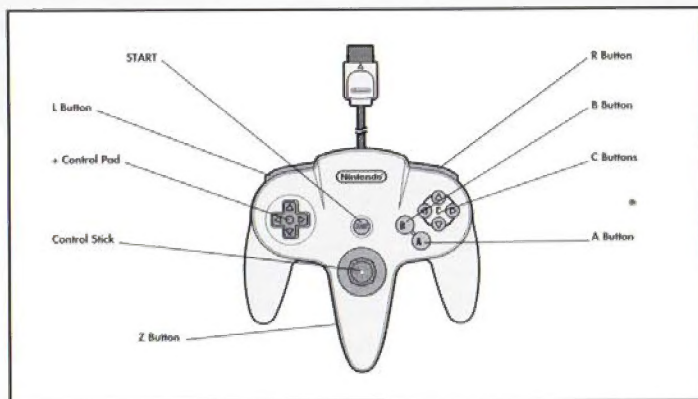
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## GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration.



<b>A</b>	Jump
<b>B</b>	Fire
<b>Start</b>	Pause
<b>Control Stick</b>	Controls Buzz's Direction
<b>Z</b>	Target Lock/Status
<b>C Button Down</b>	Spin/Stomp (While Jumping)
<b>C Button Left</b>	Camera Pan Left
<b>C Button Right</b>	Camera Pan Right
<b>C Button Up</b>	Switch View
<b>R</b>	Switch View

## GAME CONTROLS

To select menu items, use the Control Stick up/down to highlight the option you want to select and press the A button to accept.

## GAME RESET

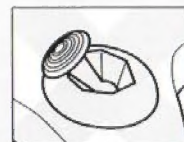
To abort the game, press Start to pause the game and display the pause menu. Choose Exit Level from this menu, and then highlight and select Yes to return to the Level Selection screen.

## STARTING UP

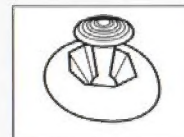
### CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



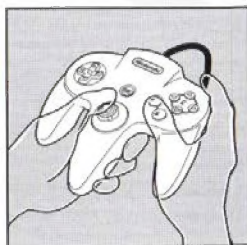
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument — make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.



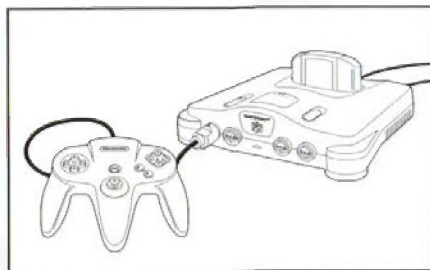


## HOLDING THE NINTENDO® 64 CONTROLLER



While playing **Disney/Pixar's Toy Story 2**, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

## CONNECTING THE NINTENDO® 64 CONTROLLER



To play **Disney/Pixar's Toy Story 2**, connect a controller to socket one located on the front panel of the control deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

## RUMBLE PAK™/CONTROLLER PAK

**Disney/Pixar's Toy Story 2** is compatible with the Rumble Pak accessory. Before using it, read the Rumble Pak accessory instruction booklet carefully.

The Controller Pak gives the player the option to save a game at the end of each level. Only swap the Controller Pak and Rumble Pak when prompted to by the game.

## MAIN MENU

Choose from the following options to begin playing **Disney/Pixar's Toy Story 2**:

### Play Game

Choose this option to play a current game or to start a new game.

### Options

Choose this to go to the Options menu.

### Controller Pak

Choose this to load/save the game or manage the Controller Pak.

Use the Control Stick left/right to select between three options:

**Load Game**—To load a saved game from the Controller Pak.

**Save Game**—To save the current game to the Controller Pak.

**Start New Game**—To start the game again from the beginning.

When you load or save you will then have to specify which of the three game slots to load or save. Use the Control Stick left/right to choose a slot and the A Button to accept.

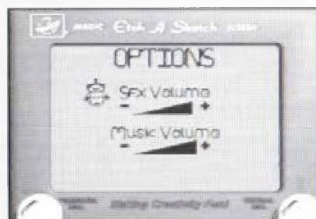
## MAP SCREEN

The Map screen allows you to go to different levels. Use the Control Stick to move between levels. Press the A Button to select a level.



## OPTIONS SCREEN

Use this screen to adjust the volume of the music and sound effects. Use the Control Stick up/down to select an option and use the Control Stick left to decrease volume, Control Stick right to increase volume. When you're finished with volume adjustment, press the B Button to return to the Main menu.



## DISNEY/PIXAR'S TOY STORY 2

All the toys are together in Andy's room, Buzz and Rex are playing the Buzz Lightyear video game.

Woody excitedly prepares for his annual trip to Cowboy Camp with Andy, but when

Woody's arm is accidentally torn, he has to stay home.

While Andy is away, Woody is accidentally placed outside at a garage sale. Even though Andy's mother

insists that Woody is not for sale, a greedy toy collector steals Woody when she's not looking.

Buzz desperately tries to save Woody from this stranger, but he's too late. Luckily, a personalized

license plate on the toy collector's car gives Buzz a clue how to find Woody. Buzz makes plans to get Woody back safely by the time Andy comes home from camp.

Buzz has to enlist the help of all the toys in the family to bring Woody back and save him from this unpleasant man. They are all in store for an amazing adventure as Buzz must get out of the house, through Andy's neighborhood, and into the thieving collector's toy store.

When Buzz reaches the toy store, he realizes that Woody is still nowhere to be found! Buzz must hitch a ride to the toy collector's house to find Woody and rescue him.

While Buzz is trying to reach his pal to bring him back home, Woody is falling under the spell of a wise old toy. The Prospector doesn't want Woody to go back to Andy because Woody is the final missing piece to create toy fame for the old Prospector. The Prospector convinces Woody that he is old and Andy is going to grow tired of him.

When Buzz finally makes it to the toy collector's house to rescue Woody, Woody doesn't want to go! Buzz must remind Woody about their toy family and their best friend, Andy.





## PLAYING THE GAME

To progress through the game, you need to collect Pizza Planet Tokens. As you collect more tokens, more zones of the map will open up for you to explore. There are five zones in the game.

There are five tokens per level (except when you must fight the big bosses). You don't need all five tokens to progress to the next level, but as the game goes on, you will need more tokens to get through to the later zones.

You must get through all the zones to win the game and rescue Woody. There are five different ways on each level to get tokens:

**Coins**—Collect coins to give to Hamm. When he is happy with the number of coins you have given him, he will give you a token.

**Mini-Boss**—Each level will have one unique enemy that must be defeated for a token.

**Five Collectibles**—Each level will have a character that gives Buzz the task of finding five objects. For example, Buzz must find five of Bo-Peep's lost sheep in Andy's House.

**Puzzle**—There is a puzzle on every level. Every time you solve a puzzle you will get a token.

**Race**—Every level has a time-based obstacle course or race that you must beat in order to obtain a token.



## BUZZ LIGHTYEAR'S MOVES

You can do loads of cool things with Buzz Lightyear in this game. Except fly!

### RUN

Use the control stick to navigate Buzz through the levels. He never gets tired. He's a Space Ranger!

### JUMP

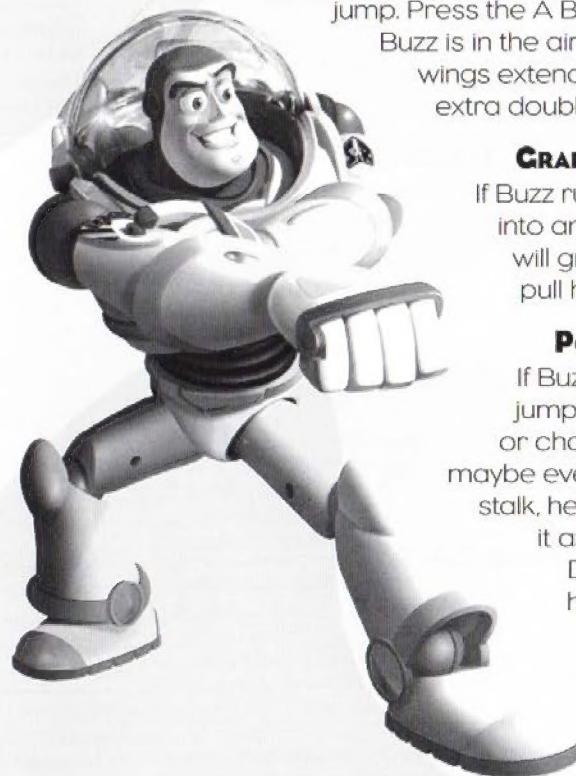
Press the A Button to make Buzz jump. Press the A Button when Buzz is in the air to make his wings extend to get an extra double jump.

### GRAB N' PULL UP

If Buzz runs or jumps into an edge he will grab it and pull himself up.

### POLE CLIMB

If Buzz runs or jumps into a pole or chain, or maybe even a plant stalk, he'll grab onto it and climb up. Don't forget he can also slide down too!



### ZIP LINE SLIDE

If Buzz jumps into a zip line, he'll grab it and slide down to wherever it goes. Press the A Button and control stick left/right to jump off the zip line.

### PUSH

Buzz can push some items in the game—be on the lookout for those items.

### SUPER FOOT STOMP

Press the A Button to make Buzz jump, then press C-Down to make him do a super foot stomp. Use the Foot Stomp to press buttons, operate machinery, or catapult Buzz into the air.

### TARGETING MODE

Buzz can switch to an inside-the-helmet-mode to target enemies or to use his Space Ranger grappling hook. Press the R Button or C-Up to enter helmet-cam mode and the Z Button to lock onto enemies or grapple points.

### LASER FIGHTING

Buzz's laser is his primary weapon. Press the B Button to fire the laser either in regular or targeting mode. Hold down the B Button and release when the charge meter is full to fire a super-charged laser.

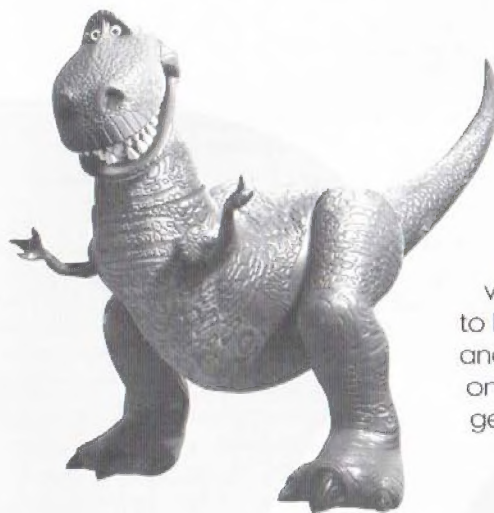
### SPACE RANGER SPIN ATTACK

Buzz can do a spin attack by pressing C-Down. This can also deflect some enemy attacks if you time it right. Hold down C-Down and release when the charge meter is full to do a super-spin attack.

## HELPER CHARACTERS

### MR. POTATO HEAD®

Mr. Potato Head® keeps losing pieces of his body. Bring these back to him and he will give you a special Space Ranger power-up. Once opened, that Space Ranger power-up can be reused throughout the game.



### REX

You'll find Rex in every level somewhere. He's there to help guide you and give you advice on what to do to get the five tokens.





## **Slinky® Doc**

You'll find Slinky® Dog on some levels ready to offer you a tough challenge in order to get a token. Remember, Slinky® Dog is on your side!



## **HAMM**

Give Hamm the coins Buzz has collected. He is always happy to accept a donation.

# **LEVELS IN THE GAME**

## **ZONE ONE**

### **Level One - Andy's House**

The adventure begins back at Andy's home after Woody has been kidnapped by Al, the toy collector. Find Rex outside Andy's room to get some hints then explore the whole house with Buzz to find the five hidden tokens. Try to get as many as you can!

### **Level Two - Andy's Neighborhood**

Buzz moves outside from Andy's home in his search for kidnapped Woody. Look out for Sarge, the BIC, BIC tree and the Space Ranger Rocket Boots!



### **Level Three - Bombs Away!**

Defeat the Neighborhood boss to progress to the next zone.

## **ZONE TWO**

### **Level Four - Construction Yard**

It's nighttime, and Buzz has entered a dangerous construction site on his way to save Woody. Try to get to the top of the building being constructed if you can.





### Level Five – Alleys and Gullies

Buzz gets trapped in a rainy alleyway and must explore it to find his way out and get back on the trail. Look out for the Space Ranger Grappling Hook to help.

### Level Six – Slime Time

Defeat the horrible gooey monster in the trashcan to advance to the next zone.

## ZONE THREE

### Level Seven – Al's Toy Barn

Buzz has made it to Al's Toy Barn in his search for Woody.

### Level Eight – Al's Space Land

Buzz must fight his way through a space battlefield in this super-tough zone!



### Level Nine – Toy Barn Encounter

Get ready for a close encounter with a way-out space toy.

## ZONE FOUR

### Level Ten – Elevator Hop

Help Buzz make his way up through the elevator shafts to find Al's apartment.

### Level Eleven – Al's Penthouse

Al's private penthouse, where Buzz finds more than he bargains for!



### Level Twelve – The Evil Emperor Zurg

To progress further, Buzz must face his arch enemy, the Evil Emperor Zurg.

## ZONE FIVE

### Level Thirteen – Airport Infiltration

Buzz must find his way up the conveyor belts. Look out for the bouncing cases to help out.



### Level Fourteen – Tarmac Trouble

Help Buzz through the thunder and lightning to grab those last tokens and save Woody.

### Level Fifteen – Prospector Showdown

Just when you thought it was all over—Buzz must face his final challenge!



## CREDITS

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Rob Letts  
Larry Calka

#### Additional Production

Craig Leigh

#### Associate Producer

William Oertel

#### VP, European Studios

Julian Lynn-Evans

#### Executive VP Activision Studios

Mitch Lasky

#### Executive VP Marketing

Kathy Vrabeck

#### VP Brand

Ehtisham Rabbani

#### Brand Manager

Michelle Corrigan

#### Associate Brand Manager

Jennifer Stornetta

#### Publicity

Julia Roether

#### VP Corporate Communications

Maryanne Lataif

#### QA Manager

Marilena Morini

#### Sr. Project Lead

Joe Favazza

#### Project Lead

Benjamin-lee Deguzman

#### Testers

Bruce Campbell (Floor Lead), Michael D. Harris (Floor Lead), Ron Avila, Matthew Beal, Chad Bordwell, Tomas Hernandez, David Moore, Matt Russell, Michael Stephan, Leonel Zuniga

### PACKAGING

#### IGNITED MINDS, LLC

#### Creative Director

Ron Could

#### Associate Creative Director

Veronica Milito

#### Designer

Erik Jensen

#### Copywriter

Lori Ellison

#### Production Artist

Cindy Whitlock

#### Manual Layout and Design

Belinda M. Van Sickle

#### Documentation Manager

Mike Rivera

### SPECIAL THANKS

Steve Elwell, Jim Summers, Jason Wong, Tanya Langston, Sam Nouriani, Aaron Casillas, Eric Zala, Stanley Morris, Jr., Glenn Ige, Jeana Linstrot, Nicholas Favazza

#### DISNEY INTERACTIVE Senior Producer

Dan Winters

#### Producer

Peter Wyse

#### Lead Designer

Joel Goodsell

#### Original Character Design

Jeff Berting, Tom Barlow

#### Additional Art

Jeff Berting, Tom Barlow

#### Assistant Producer

Renee Johnson

#### UK Production Lead

Nick Bridger

#### Game Dialogue

Peter Wyse

#### Additional Dialogue

Renee Johnson

#### Special Thanks

John Lasseter, Ash Brannon, Helene Plotkin, Karen Robert Jackson, Kathleen Handy, Katherine Sarafian

### TRAVELLER'S TALES

#### Game Design and Programming

Jon Burton

#### Nintendo 64 Programming

Cary Vine, Stephen Harding

#### 3D Engine Programming

Cary Vine

#### Additional Programming

Dave Dootson





**Character Animation**

Jeremy Pardon

**Character Artwork**

Neil Allen, Dave Burton,  
Jeremy Pardon,  
Will Thompson

**Background Artwork**

Neil Allen, Dave Burton,  
Leon Warren,  
Jeremy Pardon,  
Barry Thompson,  
Bev Bush, James Cunliffe

**Terrain Design**

Barry Thompson

**Utility Programming**

Stephen Harding,  
Cary Vine, Andy Holdroyd,  
Dave Dootson

**Directed by**

Jon Burton

**Special Thanks**

Wendy Vine,  
Ko-Shuey Harding,  
Helen Burton

**Original Music by  
Swallow Studios, UK**

Andy Blythe,  
Marten Joustra

**MIDI Music and Sound  
Effects by PC Music, UK****CUSTOMER SUPPORT****ONLINE SUPPORT**

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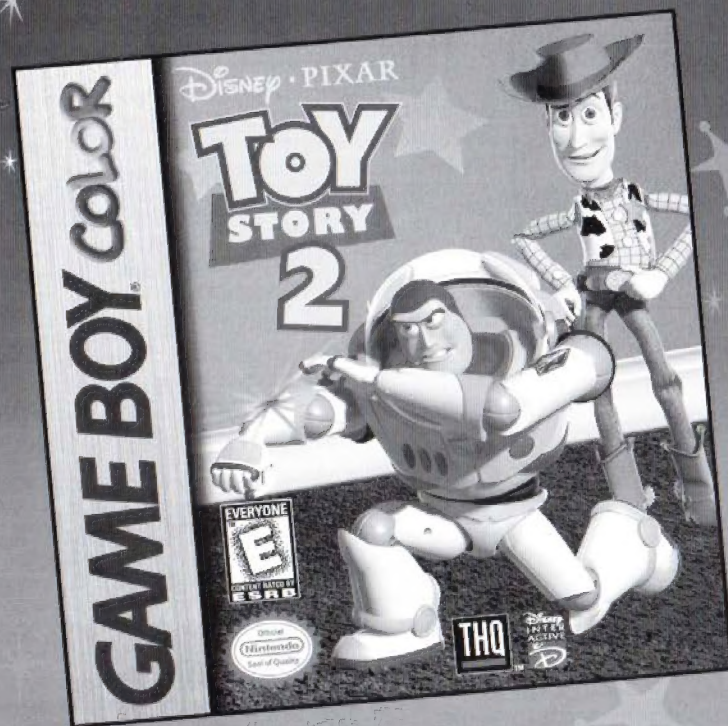
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